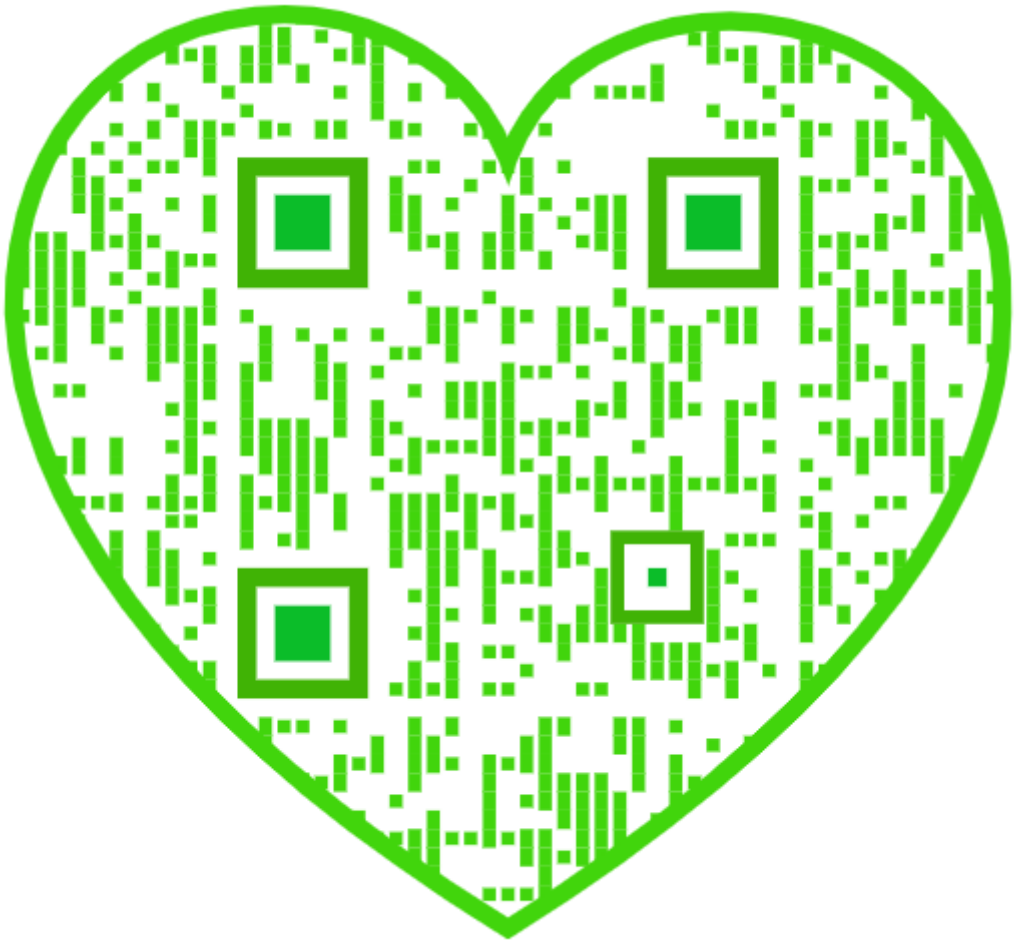

DUPLICATE WHIST.

Arthur Griffith

DUPLICATE WHIST.

Its Rules and Methods of Play.

BEING A FULL DESCRIPTION OF THE NEW AND SCIENTIFIC GAME WHICH EQUALIZES THE STRENGTH OF OPPOSING HANDS, THUS REDUCING THE ELEMENT OF LUCK TO A MINIMUM.

BY

JOHN T. MITCHELL.

WITH APPENDIX OF LAWS, LEADS, AND INFERENCES OF THE MODERN GAME.

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INTRODUCTION.

DUPLICATE WHIST is no new thing. The writer has it on good authority that it was played in Berlin and Paris as far back as 1840, and later in Philadelphia and New York; but it seems to have been dropped for want of a simple method of play, and has only been revived within the last year or two, owing to the discovery of a system which brings it within the power of all whist-players to practise the duplicate method with little or no more trouble than is experienced in the straight game. In fact, several systems have been developed during the last two years; and it is for the purpose of describing the different methods which are now

in vogue that the writer has rushed into print, trusting that the whist-playing fraternity will forgive his rashness, and peruse with patience the unfolding of the new system of play, firmly believing that they will be well repaid for their time and trouble, as nothing improves a whist-player so surely or so quickly as a series of games at duplicate whist.

It has been claimed by some that duplicate whist gives to haphazard play a significance which it does not deserve, because in certain instances more tricks can be made by playing upside down than by following the rules; but if such tactics are followed all through an evening's play, it will be found that the haphazard play will lose far more tricks than it gains, and duplicate whist is the very thing that will prove it. If giving both sets of opponents the same cards, with the same trump and the lead in the same position, does not put both sides on an equal footing, then there is nothing that can do it; and if this method is not conceded to be a scientific test of skill, it must be acknowledged that whist is not in reality a scientific game, but a mere succession of chances, which may prove favorable or unfavorable according to the cards held by one's opponents.

Cavendish, in his "Card Table Talk," says: —

"In the latter part of the winter of 1857, during an after-dinner conversation, it was remarked by some of the party that whist is a mere matter of chance, since no amount of ingenuity can make a king win an ace, and so on. This produced an argument as to the merits of the game; and as two of the disputants obstinately maintained the original position, it was proposed to test their powers by matching them against two excellent players in the room.

"To this match, strange to say, the bad players agreed, and a date was fixed. Before the day arrived, it was proposed to play the match in double, another rubber of two good against two bad players being formed in an adjoining room, and the hands being played over again, the good players having the cards previously held by the bad ones, and *vice versa*, the order of the play being, of course, in every other respect preserved. The difficulty now was to find two players sufficiently bad for the purpose; but two men were found, on condition of having odds laid them at starting, which was accordingly done.

"On the appointed day, a table was formed in room A, and, as soon as the first hand was played, the cards were re-sorted and conveyed into room B. There the hand was played over again, the good players in room B having the cards that the bad players had in room A. At the end of the hand, the result was noted for comparison, independently of the score, which was conducted in the usual way.

Thirty-three hands were played in each room. In room A, the good players held very good cards, and won four rubbers out of six; in points, a balance of eighteen. In room B, the good players had, of course, the bad cards. They played seven rubbers with the same number of hands that in the other room had played six, and they won three out of the seven, losing seven points on the balance. The difference, therefore, was eleven points, or nearly one point a rubber in favor of skill.

"A comparison of tricks only showed some curious results. In seven of the hands the score by cards in each room was the same. In eighteen hands the balance of the score by cards was in favor of the superior players; in eight hands in favor of the inferior. In one of these hands the bad players won two by cards at one table, and three by cards at the other.

"The most important result is, that at both tables the superior players gained a majority of tricks. In room A, they won on the balance nineteen by tricks; in room B, they won two by tricks.

"It will be observed that this experiment does not altogether eliminate luck, as bad play sometimes succeeds. But by far the greater part of luck, namely, that due to the superiority of winning cards, is by the plan described quite got rid of."

G. W. P., in "American Whist Illustrated," says: —

"The play of trumps at the outset from five or more does not, in a majority of cases, win more tricks for the player than will their proper hus-

bandry and use. If you will play twenty or fifty hands in duplicate, you may ascertain this fact."

Neither of these writers, however, gives the *modus operandi* of duplicate play, nor was it intended by them that the duplicate method should be generally practised, — probably because they were unacquainted with any simple manner of playing it. Just how easy it is, the reader will find by perusing the following pages.

I.

The Retrospective Game.

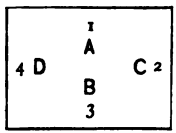
TWO independent games are played simultaneously, requiring eight players. The original hands — fourteen or sixteen usually constituting a game — are played from first to last without interruption; then the hands are reproduced and distributed in the reverse position, giving to each team the cards their opponents held originally. At the close of the game each team has held every card in the pack for every deal, and should have taken thirteen tricks each time, and every trick taken over thirteen counts a point gained, while the number less than thirteen shows the points lost. Deducting the total score from thirteen times the number of hands played shows the total number of points lost, while subtracting thirteen times

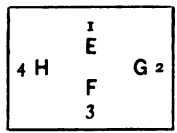
the number of original hands from the total score gives the total number of points gained.[1] The rearrangement of the hands for the duplicate play is accomplished in the following manner. Each player is provided with a hand register, on which he records the cards that are dealt to him, the record, of course, being taken before the first lead is made.[2] The hand is then played, and the score (by tricks) recorded. The cards are then shuffled and dealt, and again recorded on the hand register, and so on, until the stipulated number of hands have been played. All this time the players have not left their seats, or departed from the practices which obtain in "straight" whist, except that they have taken a record of their hands. Now, however, in order to effect the arrangement of the hands for the duplicate play, it is necessary to have the players at one table take the hand registers of those at the other table, and re-

[1] The gain or loss must not be computed by deducting the score of one side from that of the other, as this would double the actual difference.

[2] The dealer must be careful to make a distinctive mark for the trump, so there will be no trouble in turning it up when the duplicate hands are resorted.

sort the hands for them, beginning with the first, and continuing in order to the last. The position of the hands is reversed during the duplicate half of the game, and care must be taken to place each hand on the proper side of the dealer. After each hand is rearranged, the players change tables, and proceed to play the hands as they find them, each player taking the corresponding seat at the other table. In order to avoid confusion as to positions, the deal should be in the same place at both tables continuously, and at the commencement of the game the cut for deal should take place at only one of the tables, — the deal at the other table commencing in the corresponding seat to the winner. As their own score-cards must not be seen by the players during the duplicate play, the duplicate score is kept on a supplementary slip, and transferred on to the original score-card at the end of the game.





To illustrate: A and B play C and D at first table, while E and F play G and H at

second table. A and E sit in position 1, C and G in position 2, B and F in position 3, and D and H in position 4. If A and E have the first deal, then C and G take the second, B and F the third, D and H the fourth, A and E the fifth, etc. For the rearrangement of the duplicate hands, the hand registers of A, C, B, and D are given to H, E, G, and F, respectively, while the score-cards of E, G, F, and H are given to D, A, C, and B, respectively; thus reversing the position of the hands.

No talking in regard to cards held or leads made must be indulged in while the original hands are being played. Every word might emphasize a point which would tell for or against the player in the duplicate, and the player who breaks this rule should be fined a point. Duplicate whist must be a game of "whist" indeed.

II.

Progressive Duplicate Whist

(Retrospective).

THIS game is played in the same manner as the Retrospective, except that the players change partners and opponents every two or four deals, and in order to prevent confusion the positions at the second table are numbered 5, 6, 7, and 8, the players changing positions as per the following schedule, which is so arranged that at the end of the game each player will have played with every other player once and against every other player twice, — i. e. he has been his partner once and one of his opponents twice. Before the commencement of the game, a "Secretary" must be appointed to prepare the hand registers by marking thereon the players'

change tables, each taking the corresponding seat at the other table, or the cards can be passed from one table to the other on a tray with the positions marked thereon.

A less complicated Progressive game may be played as follows. Players retain partners during the game, but change opponents every four or eight deals, arranging themselves by the following schedule.

Original Position	1	2	3	4	5	6	7	8
Deals 1 to 4, or 1 to 8 .	A	C	B	D	E	G	F	H
" 5 " 8, " 9 " 16 .	A	E	B	F	C	G	D	H
" 9 " 12, " 17 " 24 .	A	G	B	H	C	E	D	F
Duplicate Position	2	3	4	1	6	7	8	5

The twelve and fourteen hand schedules can be played in one evening, both original and duplicate; while the twenty-four and twenty-eight hand schedules can be played, the originals one evening and the duplicates the next.

The gain and loss in the Progressive game is figured exactly like the Retrospective, — the gross score compared with thirteen times the number of hands played tells the story. The player or team that has taken the greatest number of tricks in excess of this product is the winner of the game.

A	Partner	B	C	D	E	F	G	H
	Original Position	1	1	1	1	1	1	1
	Duplicate Position	2	2	2	2	2	2	2
B	Partner	A	D	C	F	E	H	G
	Original Position	3	5	5	2	5	2	5
	Duplicate Position	4	6	6	3	6	3	6
C	Partner	D	A	B	G	H	E	F
	Original Position	2	3	7	5	6	5	2
	Duplicate Position	3	4	8	6	7	6	3
D	Partner	C	B	A	H	G	F	E
	Original Position	4	7	3	6	2	6	6
	Duplicate Position	1	8	4	7	3	7	7
E	Partner	F	G	H	A	B	C	D
	Original Position	5	2	2	3	7	7	8
	Duplicate Position	6	3	3	4	8	8	5
F	Partner	E	H	G	B	A	D	C
	Original Position	7	6	6	4	3	8	4
	Duplicate Position	8	7	7	1	4	5	1
G	Partner	H	E	F	C	D	A	B
	Original Position	6	4	8	7	4	3	7
	Duplicate Position	7	1	5	8	1	4	8
H	Partner	G	F	E	D	C	B	A
	Original Position	8	8	4	8	8	4	3
	Duplicate Position	5	5	1	5	5	1	4

In the Progressive game the hands are reversed for the duplicate play by the players changing their positions at the tables before the registers are redistributed. After the hands are rearranged, the players can either

III.

Single Table Game.

BY providing a pack of cards for every original deal and four times as many envelopes, the Retrospective game can be played by four people. The hands are rearranged as soon as played, each player sorting out his own hand. The cards are placed in the envelopes, which are marked with the position of the hand and the number of the deal; and when the agreed number of original hands have been played, the hands are redistributed in the reverse positions. The dealer must be careful to leave the trump card face up in his envelope. The score is counted exactly as in the eight game, the gain or loss being shown by the difference between thirteen and the number of tricks won.

SCHEDULE FOR PROGRESSIVE SINGLE TABLE GAME.

Original Position	1	2	3	4
Deals 1 to 4, or 1 to 8	A	C	B	D
" 5 " 8, " 9 " 16	A	B	C	D
" 9 " 12, " 17 " 24	A	B	D	C
Duplicate Position	2	3	4	1

It may be claimed that memory is apt to play an important part in this game; and in that case the playing of the duplicates may be postponed for a day or two, and another original game begun. The next time the players meet the first game may be played off, and when finished they can commence the third original. The third time they meet the second duplicate and fourth original will be played, and so on. This, of course, would require two sets of packs. Memory, however, does not play such an important part as might be imagined, for to be of any service it must be perfect; and he must be a phenomenon who can remember the position of the cards after playing fourteen or sixteen hands in the interim, especially when conversation in regard to the play or the holdings during the original half of the game is positively forbidden. The players who conduct

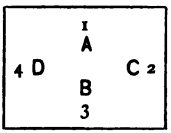
the second half of the game without reference to the first will find themselves better off than those who attempt to profit by their memory, as any distraction of thought interferes with nice calculation, and the effort to remember generally results in some disaster to the player who essays it.

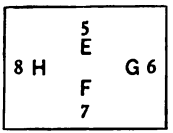
IV.

Inter-Club Duplicate Whist.

SOME objection has been made to the Retrospective game for the reason that mistakes in recording the hands are so apt to occur that it is difficult to rearrange the hands for the duplicate play, and also because players with phenomenal memories can remember the cards and leads of the original hand when they are playing the duplicate. These objections are entirely overcome in the Inter-Club game, in which the duplicate hands are arranged as soon as the original hands are played, and by the same players who held them, and are played off by other players at another table who are co-partners of the original players. Any multiple of eight may participate in this game, each eight being

separate and distinct from the others. The players arrange themselves at table in the following manner: —





A, B, G, and H are partners; C, D, E, and F, their opponents. The cards are dealt and recorded as in the Retrospective game, but as soon as played are re-sorted and left face down on the table. The players then change tables, each taking the corresponding seat at the other table. When the duplicate hand has been played, both fours have held all the hands at both tables, and each should have taken twenty-six tricks, the points lost or gained being computed by the difference between that number and the number actually taken. The original score must not be divulged until after the duplicate hand has been played, and the strictest silence must prevail during the play of the original hand, as any conversation heard at the other table would be liable to influence the play. Fourteen to sixteen hands can be played in about

two hours and a half, and should afford ample test of the respective merits of opposing fours or clubs. At the close of the game the total score may be footed, and compared with the number of hands played multiplied by twenty-six, in order to find the total gain or loss; but the gains and losses may be kept track of as the game progresses by inquiring of the other partners after every duplicate hand how many tricks were taken, adding their score to yours, and comparing it with twenty-six.

If, for any reason, the players object to rising from one table and walking to another, the cards can be passed by means of trays, on which the positions are marked; and each player must see that he takes the cards off his "corresponding" number.

V.

The Progressive Inter-Club Game.

THIS game is played to establish the relative strength of the different teams. Every original hand is duplicated as many times as there are tables, thus giving every player a turn at every hand; and those players who take the greatest number of tricks sitting in positions 1 and 3 are supposed to be the best of that set, while the players who take the greatest number of tricks with hands 2 and 4 are the best of their set. The best of all may be computed by the difference between the number of tricks taken and the average number for either set. In this game the positions at table are only numbered from 1 to 4, instead of from 1 to 8, and the teams from the rival clubs sit alternately in positions 1 and 3; i. e.

the first team of one club sits in positions 1 and 3 at first table, the second team in positions 2 and 4 at second table, the third team in positions 1 and 3 at third table, etc.; while the first team of the rival club sits in positions 2 and 4 at first table, the second team in positions 1 and 3 at second table, the third team in positions 2 and 4 at third table, etc. In order to make an equal distribution of the cards, there must be an even number of teams on each side. The gain or loss to either side is computed by the difference between the number of tricks actually taken and thirteen times the number of tables, multiplied again by half the number of tables and the number of original hands played. Every four players should average thirteen for every hand.

This game can also be used to test the relative merits of members within a club. Have an odd number of tables, and let the players in positions 1 and 3 move, when changing tables, in one direction, while those in positions 2 and 4 move in the other direction. When all the tables have been played at, each team will have played against one half of the aggregation, and the gain or loss to a team may be computed by the differ-

ence between its score and the average score for that set of hands.

If in playing a match game it should be found that an odd number of teams are on hand, the odd team need not be left out, if both sides will agree to add the average score for the north and south or the east and west hands, as the case may be, to their respective totals. That is to say, the club whose players sat in positions 1 and 3 at first table would add the average score for hands 2 and 4 to their total, and the club whose players sat in positions 2 and 4 at first table would add the average score for hands 1 and 3 to their total. This would be as fair for one side as for the other, and allow all the players present to participate in the game.

In this connection it may be said that when a match game is played with an odd number of tables, one half the aggregation can be made to play against the other half by changing tables as already described, the north and south players moving in one direction, and the east and west players in the other, each moving one table's length. When they have played as many hands as there are tables, it will be found that they have played every hand, and that every north and south player

has played against every east and west opponent, and every east and west player against every north and south opponent.

In the progressive Inter-Club game the record of each hand must be left at its original table, so that the next player may use it to reassort the hand after he has played it; and the score is kept on a separate card, which the player carries with him all through the game.

Sometimes it is found that a slow recorder will delay a whole club, especially in the progressive game; and when this is the case he should be excused from marking altogether, and the other three players at his table can assort their hands, he taking the remainder. Any whist player can remember whether the cards so given him are the correct ones. This exemption from recording the hand should be insisted upon in such an emergency without hesitation, as it is manifestly unfair to keep a number waiting for the sake of one, when the difficulty can be gotten over in so simple a way.

VI.

Three, Four, and Five Table Games.

Three Table Game.

THE two table Inter-Club game does not indicate the relative merit of the different teams; and as this is a most desirable thing to establish, the number of players should be increased to twelve whenever possible, the third table affording the factor necessary to strike an average for the weak and the strong hands, thus enabling the gain and loss to be computed by the difference between the actual and the average score. In playing this game it is not necessary to leave the hand register at the original tables, as in the many table progressive game. Instead of changing in regular rotation, however, the players change in the following manner.

After playing and rearranging the original hand, the players at first table move to second, those of second table to third, and the third table players to first. After playing the hands they find at these tables, they rearrange the hands they *originally* held, and move back to their original tables, where they find the remaining hand of the three. The accompanying table will illustrate this, perhaps, more clearly. Let A represent the players at first table; B, the players at second table; and C, the players at third table.

Table	1	2	3
Original	A	B	C
First change	C	A	B
Second change	A	B	C

Each player carries his register and score-card with him, and marks the score in triplicate. After every second change, the players find themselves back at their original table, and, after playing the triplicate hand, start a new deal and move as before, — comparing scores after each triplicate hand.

Four Table Game.

FOUR tables can be manipulated in the same way, enabling the players to carry the score-card and register along with them, the changes being made according to the following table: —

Table	1	2	3	4
Original	A	B	C	D
First change	C	D	A	B
Second change	D	C	B	A
Third change	A	B	C	D

In this case the score is kept in quadruplicate, and scores may be compared before every new deal.

Five Table Game.

FIVE tables can be played in like manner by the following schedule: —

Table	1	2	3	4	5
Original	A	B	C	D	E
First change	D	A	B	E	C
Second change	C	E	D	B	A
Third change	E	D	A	C	B
Fourth change	A	B	C	D	E

VII.

Duplicate Whist without the Hand Register.

IN the spring of 1888 the following paragraph appeared in the London Field: "A match at whist was played in Glasgow between teams of the Carleton and Wanderers' Clubs, April 16, when a new system of duplicate play, the invention of Mr. James Allison, was tested. The cards at the commencement of each hand were dealt in the usual manner, but in the course of play they were not formed into tricks. Each player kept his thirteen cards before him till the finish of the hand, and after playing to each trick he placed his card either longwise or shortwise, to show by which side the trick had been won. This arrange-

ment prevailed at two tables, the hands being simultaneously played. The hands, as soon as finished, were gathered up by each player and placed, backs up, on the table, the dealer leaving the trump card, face up, on top of his pack. The players then changed tables and replayed the hand, the players being reversed. A deal was only necessary every two hands, and but little more time, after some practice, was taken than in playing one hand in the usual way."

This system has been adopted, with some slight variations, by many of the whist-players in this country, and as it dispenses with the hand register, it is much more convenient for those who find a difficulty in taking a record of their hands. Another point in its favor is that it consumes less time in the playing of a given number of hands, saving, as it does, the time spent in recording and resorting the cards. The objectionable features of this game are, that there is bound to be more or less dispute over the number of tricks taken; that placing the card in front of each player, instead of throwing them into the centre of the table, besides being very awkward, seriously interferes with the memorizing of the cards that have been played; and that after

the game is over, no matter how serious the loss to either side, there is no way to reproduce the hands, and study out the reasons for gains and losses.

The manner in which this game is now played is as follows. The players are reversed prior to the commencement of the game, the players of one four sitting, say, north and south at the first table and east and west at the second table, while the players of the other four sit, say, east and west at first table and north and south at second table; then, when they change tables, each takes the corresponding seat at the other table. Instead of designating the winner of a trick by placing the card longwise or shortwise, thirteen chips or counters are placed in the centre of the table, and as each trick is won a chip is taken, and the number of chips in the possession of either side at the end of the hand shows the number of tricks taken.

The single table game can also be played in this manner, and twenty hands can be played instead of sixteen, a pack of cards being of course necessary for every deal, the hands being put away in envelopes as already described.

Boxes may be used instead of envelopes for the single table game, one box for each player. The boxes should be made square, with a block in one corner the size of the difference between the length and the breadth of the cards, and with lids both at top and bottom. The hands are placed in the boxes, backs down, first lengthwise, then crosswise, alternately; and when all the original hands have been played, the boxes are turned upside-down and passed to the right. Boxes should be made deep enough to hold five packs of cards.

Another method of playing duplicate whist without the hand register has lately come into vogue, which dispenses with the changing of tables. Players retain their seats, and pass the cards from one table to another on trays or boards, on which are marked the positions of the hands and the number of the table, one tray being required for every table.[1]

[1] These trays can also be used in place of the envelopes for the single table game, one tray being required for each hand. The trays are provided with rubber bands, one for each position, and the cards are slipped under the bands, which hold them in place and allow more freedom in passing the trays from one table to another than would be the case if the cards were loose.

It may be remarked that in this style of duplicate game the second half of the game is played exactly like ordinary whist, the cards being thrown into the centre of the table and gathered into tricks.

VIII.

General Remarks.

IT takes a longer time to play a given number of hands in duplicate whist than in the ordinary game; but the resulting gain or loss is so much more conclusive as to the skill of the players that the extra time consumed cannot be said to have been wasted, and after some practice the loss of time is hardly appreciable. Every whist player knows that when the high cards are against him it is impossible for him to take a majority of the tricks; and while there may be something in keeping down the majority of his opponents, it is nothing compared with the certainty that before the close of the game the chances will be evened up, and both sides given the same opportunities. This certainty adds zest to the contest, and makes

every player bend all his energies to the game, knowing full well that if he lets opportunities slip there is no way to recover them; for there is practically no luck in duplicate whist, and therefore no going behind the returns.

The laws of duplicate whist are the same as the laws of straight whist, with two exceptions. First, that, in scoring penalties for revokes, etc., the points must be deducted from one score and added to the other, and in case the penalty should involve a greater number of tricks than the team incurring it has made in the hand, the penalty shall be limited to the number of tricks taken, so that no score shall be over thirteen for any one hand. Second, that there shall be no penalty for misdealing: if a player misdeals, he must deal again. The deals must follow one another in regular rotation.

Nor are the methods of play, as laid down by Pole, Cavendish, Trist, G. W. P., etc., at all interfered with, except perhaps in regard to playing to the score, which would be manifestly out of place in the duplicate game, where the object is to take the greatest number of tricks with every hand. Every player can follow his favorite method; and the result

of the game, provided he makes no mistakes and has competent opponents, will surely prove whether he has found the true principles of the "king of games," or has been following false lights only to find himself floundering in the mire of defeat.

With these remarks the duplicate game is commended to all true lovers of whist. It can be but a short time until it is the only method employed in testing the merits of rival teams or clubs, and hereafter no aggregation of whist-players can claim supremacy until they have demonstrated their superiority by the duplicate system.

APPENDIX I.

LEADS AND INFERENCES OF MODERN WHIST.

I.

Leads and Inferences of Modern Whist.

IN placing these leads and inferences before the reader it is not considered necessary to preface them with any defence or explanation. The reader is supposed to have arrived at the conclusion that the modern system of leading is the best foundation on which to build scientific play; and it is hoped that the leads and inferences as hereafter given will be found in such comprehensive form as to allow him to master them with a minimum of effort and a maximum of result as to his trick-taking capacity.

In nearly all previous works on whist the signs used for King and Knave have been Kg and Kn respectively; but as the index letters

on all playing-cards in this country for these denominations are K and J, and it is less confusing to have totally different signs, the letters K and J will be used in the following pages. If any reader object to using the word "Jack" for "Knave," he can read "Knave" for J, and it will be all right, as that is what it stands for.

The principle upon which the modern leads are based is the showing of the number of cards in suit, and the value of them, without in any way endangering their trick-taking power. This is accomplished by the lead of the fourth best card when a low card is led originally, or when low card is led after high second round; by certain arbitrary leads of high cards; and by the leading of either of two or three high indifferent cards second round.[1] With two high indifferent cards, if the first card led did not intimate five in suit, the lead of the higher now indicates only four in suit originally, while the lead of the lower indicates five or more. With three indifferent cards, under like circumstances, the highest indicates four, the intermediate five, and the lowest six or more. If the first card led inti-

[1] Trist, in Harper's Magazine, March, 1891.

mated five or more in suit, the second lead of the higher of two would indicate five only, and of the lower six or more, while the highest of three would indicate five only, the intermediate six only, and the lowest seven or more.

LEADS.

With A and four or more small, lead A, then fourth best.

With A and three small, lead lowest (fourth best).

With A, K, and three or more, lead A, then K.

With A, K, and two more, lead K, then A. (K must never be led originally except from a suit which contains not more than four cards.)

With A, K, Q, and two or more, lead Q. Follow with A if five in suit, with K if six or more.

With A, K, Q, and one more, lead K, then Q.

With A, K, Q, J, and others, lead J. Follow with A to show five, with K to show six, and with Q to show seven or more.

With A, K, Q, J, only, lead K, then J.

With A, K, J, and two or more, lead A. Follow with K, or wait for return lead to finesse J.

With A, K, J, and one, lead K, then A; or wait for return lead to finesse J.

With A, Q, and three or more, lead A, then fourth best.

With Q, J, 10, and two or more small, lead Q, then 10.

With Q, J, 10, and one small, lead Q, then J.

With Q, J, 10, 9, and one or more small, lead Q. Follow with 10 to show five, and 9 to show six in suit.

With Q, J, 10, 9, only, lead Q, then J.

With J and four small, lead fourth best.

With J and three small, lead lowest (fourth best).

With J, 10, and three or more small, lead fourth best.

With J, 10, and two small, lead lowest (fourth best).

With J, 10, 9, and two or more small, lead J. Follow with 9 if two honors are cleared away, and with fourth best if only one.

With J, 10, 9, and one small, lead J. Follow with 10 if two honors are cleared on first round, with lowest (fourth best) if only one.

With J, 10, 9, 8, lead J. Follow with 10 to show four, with 9 to show five, and with 8 to show six in suit.

With four or more in suit headed by cards lower than the J, lead fourth best.

FORCED LEADS.

When obliged to lead from a suit of less than four cards, the rule is to lead the highest, in order to strengthen your partner's hand, if the card you lead happens to be of his suit, and also in order to show him that you *are* weak in it. If you lead a K,

Q, J, 10, or 9, and either of the other cards which you ought to have held to justify the lead fall on the trick or are in your partner's hand, he knows at once that it was a forced lead, and governs himself accordingly. It is justifiable to lead from a short suit, if your long suit has been led by your adversaries and you are not strong enough in it to continue the lead, or when you have reason to believe that it is your partner's suit. For instance, if both adversaries had shown their long suits, you would have reason to suppose that your partner was strong in the suit they had not shown, and the lead of a high card from *your* hand might strengthen *his* very materially; whereas, if the suit were against you, you would not be likely to take a trick with it anyway. Some players consider themselves justified in making a false lead when they hold two suits containing ten-aces, so that if the intermediate cards in their ten-ace suits lie to their right they may have a chance to nullify them. The shortest of short suits is, of course, a singleton, and as you cannot lead a "higher" card of one, it is never justifiable to lead it originally. If the strength in trumps, however, has certainly been declared against you, and you have previously declared your strong suit, it may be policy to lead from a singleton and try to get in one or two little trumps before your adversaries take them out of your hand; but it is a dangerous experiment, and consequently should be resorted to with caution.

TRUMP LEADS.

If you hold five or more trumps, with one honor, or four trumps with two honors, your original lead should be a trump; but you do not lead a high card first, as in plain suits, unless you hold seven, except with the following combinations, viz.: A, K, Q; K, Q, J; K, Q, 10; K, J, 10; Q, J, 10; K, J, 10, 9. With six trumps headed by A, K, or A, Q, lead A. With six trumps headed by K, Q, lead Q.

The turned up trump card affects the trump lead to some extent. If any card higher than the eight is turned up, and you hold two or more cards above it, you should lead the highest card of the sequence next above. That is to say, you must prevent the dealer from taking the first trick with the turned up card, if your hand contains cards which justify the play. For instance, with the 9 turned up, you holding K, J, or K, J, 10, or J, 10, you should lead the J.

It is often politic to lead trumps without numerical strength; as, for instance, when you are strong in all the other suits, or when you have one very long suit established, and probable cards of re-entry in the two others. *If you lead trumps from three or less, lead the highest originally.*

INFERENCES.

A led. — Has five cards in the suit. If small card led second, it is original fourth best; has two higher cards left in hand. If another suit is led after the A, probably has K also, or K and J, and is awaiting further developments before continuing suit.

K led. — Has only four cards in suit, one other of which is either the A or Q. May also have both A and Q, and the J.

Q led. — If afterward plays the K, had five in the suit originally, and does not hold the J. If next lead is the J, had originally only four in the suit, Q, J, 10, and one smaller. If next lead is the 10, had originally Q, J, 10, and two or more smaller.

J led. — Has either A, K, Q, J, and one or more; K, Q, J, and two or more; or J, 10, 9, and one or more.

10 *led.* — Has either K, Q, J, and 10, with one or more smaller; or K, J, 10, with one or more smaller.

9 *led.* — Has also 10, J, and K, without the Q; or 10, J, and A, with no more; or 10, Q, and A, with no more.

Any card smaller than the 9. — Has three cards higher remaining in hand, which are neither of the combinations mentioned above; i. e. has not A and K; K and Q; K, J, and 10; Q, J, and 10; or J, 10, and 9. Subtracting the number of pips on the card led from eleven, shows the number of cards higher than the one led which are not in the leader's hand; and taking from this number the number of such cards held in partner's hand, shows the number in opponents' hands.[1] This still further simplifies the process of keeping track of the cards, and will be found of great service. If partner afterwards plays a lower card than one originally led, he had at least five in suit.

2 *led.* — Has but four cards in suit.

[1] Trist, in Harper's Magazine, March, 1891.

Plays an unnecessarily high card, afterwards playing a lower one, is signalling for trumps to be led. See page 55.

Signals for trumps after partner has led trumps, or signalled for them, intimates that he has four or more trumps originally. This is called the echo in plain suits. See page 57.

Discards any card when neither himself nor partner has shown weakness in trumps, or when opponents have not shown strength, is weak in suit discarded.

Discards any card when opponents have led or shown strength in trumps, is strong in that suit, and wants it led. See page 56.

Refrains from trumping a doubtful trick second hand, has at least four trumps.

Trumps a doubtful trick second hand, has not more than three trumps.

Plays a high card second hand on small card led, has no more, or has the card next above, and but one small card in the suit. If high card is played second hand without having the next above, and afterwards a lower card is dropped, it is a distinct intimation of strength in trumps, and must be taken as such. Sitting second hand, the player is in no worse position than if he were leader; and in cases where it would be proper to lead a high card, it is seldom wrong to put that card on smaller card led (except that the lowest of a sequence is played instead of the highest). So that if partner plays 9, 10, J, Q, K, or A, the inference is that he either has no more; or has the card next above in value, with no more, or one more; or has one of the combinations which would justify the lead of the card played.

SIGNALLING FOR TRUMPS.

It is said that the man who invented trump-signalling was sorry afterwards that he had done so, or, at least, that he had given it out to the world at large; and it is claimed by many that it interferes with second hand play to such an extent as to make it more of a detriment than a benefit; but it has become such an essential factor in the modern game that it can hardly be ignored by any whist player who desires to be up with the times. The signal is given by playing an unnecessarily high card on a plain suit led, afterwards playing a lower one. By this means, when you are unable to get the lead yourself, and you want to have trumps led, if your partner obtains the lead he is enabled to lead them for you, and also to inform you, as explained under Management of Trumps, how many trumps he has.

There is hardly any room for doubt as to the intention of a third or fourth hand play in respect of this signal, but great care must be taken not to mistake the play of a high card second hand for a trump signal. As explained in second hand play, with 9, 10, J, Q, or K, and the cards next in value, and one small card, you play high, but not unnecessarily so. Your partner must be satisfied that you do not hold the cards next in value to the high one played before he interprets your play as a signal for trumps. For this reason, it is allowable when you have strength in trumps, and want them led, to play the honor second hand with K and one, Q and one, or J and one.

THE ECHO.

If your partner leads trumps, you must show him by your play whether you hold three or less, or four or more, by echoing. If he leads a high card, and you do not play a higher, if you hold three or less, you play your lowest; if you hold four or more, you play your lowest but one. Then if you play a higher card on the second lead, he knows you held not more than three originally, while if you play a lower card on the second lead, he knows you held four or more. If your partner leads a low trump originally, you return his lead with the highest of three, or the lowest of four. If your partner has signalled for trumps, and you obtain the lead first, you lead him your lowest if you have four, and your highest if you have three or less. But if you have four headed by the A, you lead the A first, following with the lowest; when on the third round you play a higher card, he places the fourth in your hand.

DISCARDING.

Discard generally from your weak suit. But if your opponents are taking out trumps, and you have had no opportunity of showing your strong suit, your first discard should be from the strong suit. If you have an honor in either of your opponent's suits, it is well also to keep it guarded, unless you are strong enough in trumps to suffer its loss without endangering your game. When your opponents have devoloped great strength against you, and it is neces-

sary to discard from a head sequence, you discard the highest, to inform your partner you also have the cards immediately below it. If you were to discard the lower he would give your opponents credit for the higher cards.

THE ECHO IN PLAIN SUITS. UNBLOCKING.

If you hold four cards of the suit which your partner leads originally, and his lead indicates that he holds five, you play the suit exactly the same as you would if you held but three, with the smallest card out, reserving the smallest card for the fourth round. Your partner missing the small card locates it in your hand, and if he succeeds in establishing his suit, you run no risk of blocking it by being obliged to take the fourth trick. This cannot be misunderstood as a signal for trumps; for if you had meant to signal, you would have done so with the intermediate cards on the leads previous to the fourth.

TABLE OF ORIGINAL LEADS.

PLAIN SUITS.

	NUMBER OF CARDS IN SUIT.					
	7	**6**	**5**	**4**	**3**	**2**
A, K, Q, J.*	J, Q.	J, K.	J, A.	K, J.		
A, K, Q.		Q, K.	Q, A.	K, Q.	K, Q.	
A, K, J.			A.	K.	K, A.	
A, K.			A, K.	K, A.	K, A.	A, K.
A, Q, J, 10.*		A, 10.	A, J.	A, Q.		
A, Q, J.			A, J.	A, Q.	A, Q.	
A, Q, 10, 9.			A.	9,		
A, Q.			A.	4th.		
A, J, 10, 9.*			A.	9.		
A, J, 10.			A.	4th.	A, J.	
A, J.			A.	4th.		
K, Q, J, 10.*	10. J.	10, Q.	10, K.	K, 10.		
K, Q, J.		J, Q.	J, K.	K, J.	K, J.	
K, Q, 10.			Q.	K.	K.	
K, Q.			Q.	K.	K.	K.
K, J, 10, 9.*			9.	9.		
K, J, 10.			10.	10.		
K, J, 9.			4th.	4th.		
Q, J, 10, 9.		Q, 9.	Q, 10.	Q, J.		
Q, J, 10.			Q, 10.	Q, J.		
Q, J.			4th.	4th.		
J, 10, 9, 8.		J, 8.	J, 9.	J, 10.		
J, 10, 9.			J.	J.	J.	
J, 10.			4th.	4th.	J.	J.

* With or without the cards next below in value.

TABLE OF ORIGINAL LEADS.

TRUMPS.

	NUMBER OF CARDS IN SUIT.			
	7	**6**	**5**	**4**
A, K, Q, J.*	J, Q.	J, K.	J, A.	K, J.
A, K, Q.		Q, K.	Q, A.	K, Q.
A, K, J.			A.	K.
A, K.	A.	A.	4th.	4th.
A, Q, J, 10.*		A, 10.	A, J.	A, Q.
A, Q, J.			A, J.	A, Q.
A, Q, 10, 9.		A, 9.	9.	9.
A, Q.	A.	A, 4th	4th.	4th.
A, J, 10, 9.*	A.	9.	9.	9.
A, J, 10.	A.	4th.	4th.	4th.
A, J.	A.	4th.	4th.	4th.
K, Q, J, 10.*	10, J.	10, Q.	10, K.	K, 10.
K, Q, J.		J, Q.	J, K.	K, J.
K, Q, 10.	Q.	Q.	Q.	K.
K, Q.	Q.	Q.	4th.	4th.
K, J, 10, 9.*			9.	9.
K, J, 10.			10.	10.
K, J, 9.	If 10 turned up to right lead J.			
Q, J, 10, 9.		Q, 9.	Q, 10.	Q, J.
Q, J, 10.			Q, 10.	Q, J.
Q, J.			4th.	4th.
J, 10, 9, 8.		J, 8.	J, 9.	J, 10.
J, 10, 9.	Unless K or Q turned up to left, lead 4th.			
J, 10.			4th.	4th.

* With or without the cards next below in value.

APPENDIX II.

THE LAWS OF AMERICAN WHIST.

II.

The Laws of American Whist.

BEING THE CODE OF RULES ADOPTED BY THE FIRST AMERICAN WHIST CONGRESS, HELD AT MILWAUKEE, WIS., APRIL 14–17, 1891.

[The rules are substantially Cavendish, with a few slight modifications to suit the American game.]

SCORING.

1. Each trick above six shall count one point; the game shall consist of seven points. In case of tournaments, matches, and club scores for purposes of comparison, each hand shall be played out, and every trick taken shall be scored.

The above shall be the standard game, but players or clubs may, by rule or agreement, provide for other methods of scoring.

2. The penalty for a revoke shall take precedence of all other scores.

3. If an erroneous score shall be proved, such mistake can be corrected prior to the conclusion of the game in which it occurs, and such game is not concluded until the trump card of the first deal in the following game has been turned up.

CUTTING.

4. In cutting, the ace is the lowest card; in all cases every one shall cut from the same pack, and if a player exposes more than one card he must cut again.

FORMATION OF THE TABLE.

5. In the formation of the table those first in the room shall have the preference. If by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers shall be determined by cutting, a lower cut giving the preference over all cutting higher. A complete table shall consist of six; the four having the preference shall play.

6. The formation of the table having been determined, the players shall cut for partners and deal at the commencement of each game.

7. In cutting for partners, the two highest shall play against the two lowest; the lowest shall have the deal and the choice of seats and cards, and must abide by his first selection. If the two lowest cut cards of equal value, they shall cut again for deal.

8. If two players cut intermediate cards of equal value, those two shall cut again, and the lower of the new cut shall play with the original low.

9. If three players cut cards of equal value, those three shall cut again. If the fourth has cut the highest card, the two lowest of the cut shall be partners and the lowest shall have the deal. If the

fourth has cut the lowest card, he shall be the dealer, and the two highest of the new cut shall be partners.

10. At the end of the game, should there be more than four members belonging to the table, a sufficient number of the players shall retire to admit those awaiting their opportunity to play. In determining which players shall remain in, those who have played a less number of consecutive games shall have the preference over all who have played a greater number, and between two or more who have played an equal number the preference shall be determined by cutting, a lower cut giving the preference over all cutting higher.

11. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card for the purpose either of commencing a new game or of cutting out.

12. Tables may be formed and partners chosen by agreement, except when prohibited by a club rule.

SHUFFLING.

13. Before every deal the cards shall be shuffled and shall be presented by the dealer to his right hand adversary to cut.

14. The pack must not be shuffled so as to expose the face of any card, nor during the play of the hand.

15. Where two packs are used, the dealer's partner shall collect and shuffle the cards for the ensuing deal, and place them at his right hand.

CUTTING TO THE DEALER.

16. In cutting to the dealer, not less than four cards shall be left in each packet.

17. If in cutting or in reuniting the separate packets a card is exposed, or if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a fresh cut.

18. When the pack has been presented by the dealer to be cut, and has been cut by the adversary in accordance with Rules 16 and 17, should the dealer reshuffle the cards he shall lose his deal.

DEALING.

19. The fifty-two cards shall be dealt into four packets one at a time in regular rotation, beginning with the player at the dealer's left, and having been regularly dealt out, the last, which is the trump card, shall be turned up before the dealer.

20. There must be a new deal, (1) if during the deal or during the play of a hand the pack be proved incorrect or imperfect; (2) if any card except the last be faced in the pack.

21. If while dealing the dealer or his partner exposes a card, and neither of the adversaries has touched the cards, the latter may claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided his partner has not touched a card. If a new deal does not take place, the exposed card cannot be called.

22. If the dealer, before or during the deal, looks at the trump card, his adversaries have a right to see it, and may exact a new deal.

MISDEAL.

23. If the dealer in distributing cards (1) gives more than two cards incorrectly, (2) counts the cards on the table or the remainder of the pack, or (3) places the trump card on the other cards without having turned it up, it is a misdeal, and the deal passes to the next player.

24. If, after playing to the first trick, a player is found to have less than his proper number of cards, and the missing card or cards be found in his adversary's hand, the deal is void; if the missing card or cards be found in his partner's hand, the adversaries may consult, and shall have the choice (1) of retaining the same hands and rectifying the error by drawing a card or cards, or (2) having a new deal.

25. A misdeal shall not lose the deal, if during the deal either of the adversaries has touched the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

26. Should three players have their right number of cards and the fourth have less than thirteen, and such deficiency be not discovered until after he has played to the first trick, the adversaries may consult and shall have the choice (1) to claim a new deal, or (2) to have the hands played out as they stand, in which case the missing card shall be considered as played to the last trick; but no revoke shall be claimed because of such missing card.

27. If a pack of cards be imperfect, the deal in which the fault is discovered shall be void, but the previous ones shall hold good.

28. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned, after which the game must proceed as if no mistake had been made.

29. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur he may deal again.

THE TRUMP CARD.

30. The dealer, when it is his turn to play to the first trick, shall take the trump card into his hand; if left on the table after the second trick has been turned and quitted, it becomes an exposed card.

31. If the dealer takes the trump card into his hand before it is his turn to play to the first trick, he shall at the request of his adversaries, at any time before the second trick has been turned and quitted, replace it face up upon the table.

32. If the dealer, when called upon under the preceding rule to replace the trump card, declares himself unable to recollect it, his highest or lowest trump may be called, and, unless it cause him to revoke, must be played. The call may be repeated, but not changed; that is, from highest to lowest, or *vice versa*, until such card is played.

EXPOSED CARDS.

33. The following are exposed cards: —

(1) The trump card, if left face upward on the table after the second trick has been turned and quitted.

(2) Two or more cards played at once.

(3) Any card exposed in any manner so as to be seen by either player, no matter how exposed, whether dropped on the table, thrown on the table, or held above the table, detached or not detached.

34. A card is not an exposed card when dropped on the floor, or elsewhere below the table.

35. All exposed cards shall be liable to be called, must be left face upward on the table, and must not be taken into the player's hand again; the player is bound to play them when they are called, provided he can do so without revoking; the call may be repeated whenever it is the player's turn to play until the card is played. A player cannot be prevented from playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

36. If a player leads a winning card, that is, one better than any his adversaries hold of the suit, and then leads another, or plays several winning cards without waiting for his partner to play, his partner may be called upon to take the first trick, and the other cards thus improperly played are exposed cards; it makes no difference whether he plays them one after the other, or throws them all on the table together; after the first card is played, the others are exposed.

37. A player having an exposed card on the table shall not play until the adversaries have stated whether or not they wish to call that card. If he play another card without waiting, such card shall also become an exposed card.

LEADING OUT OF TURN.

38. If any player leads out of his turn, a suit may be called from him or his partner when it is next the turn of either of them to lead. The penalty shall be exacted by the player on the right of the one from whom the suit is called.

39. If a player leads out of turn and the other three follow him, the trick is completed, and the error cannot be rectified; but if only the second or the second and third players have played to the false lead, the cards improperly played may be taken back, and such cards cannot be called; the original offender, or his partner, is liable to the penalty for leading out of turn.

40. If a player called on to lead a suit have none of it, the penalty is paid.

PLAYING OUT OF TURN.

41. If the third hand plays before the second, the fourth hand may also play before the second.

42. Should the third hand not have played, and the fourth hand have played before his partner, the latter may be called upon to play his highest or lowest card in the suit led, or, if he have none, to trump or not to trump the trick.

43. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal. Should they decide that the deal stand good, the surplus card at the end of the hand shall be considered to have been played to the imperfect trick, but shall not constitute a revoke therein.

44. If any one play two cards to the same trick, or mix the trump card or any other card with a trick to which it does not properly belong, he shall be liable to the same penalty as provided in Rule 26.

THE REVOKE.

45. It is a revoke when a player, holding one or more cards of the suit led, plays a card of a different suit.

46. The penalty for a revoke: (1) Is at the option of the adversaries, who at the end of the hand may consult together, and take three tricks from the revoking player and add them to their own; add three points to their own score; or deduct three points from his score (or all his points, if he has less than three). (2) Can be claimed for as many revokes as occur during the hand. (3) Is applicable only to the score of the game in which it occurs. (4) Cannot be divided, that is, a player cannot add one or two to his own score and deduct one or two from the revoking player. (5) Takes precedence of every other score.

47. A revoke is established if the trick in which it occurs has been turned and quitted, or if either the revoking player or his partner, whether in his

right turn or otherwise, lead or play to the following trick.

48. At the end of a hand the claimants of a revoke may search all the tricks.

49. If a player discover his mistake in time to save a revoke, the card improperly played beeomes an exposed card. Any player or players who have played after him may withdraw their cards and substitute others. The cards so withdrawn are not liable to be called.

50. If a revoke has been claimed and the accused player or his partner mix the cards before they have been examined to the satisfaction of the adversaries, the revoke shall be deemed established. A revoke may be claimed as soon as perceived, which claim shall be considered notification to the adversaries not to mix the tricks until they have been examined.

51. A revoke may be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

52. The revoking player and his partner may under all circumstances require the hand in which the revoke has been detected to be played out.

53. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished, at the discretion of his adversary, as provided in Rule 46.

54, In whatever way the penalty be enforced, under no circumstances can the player win the game by the result of the hand during which he has revoked, and he cannot score more than six.

MISCELLANEOUS.

55. If a player is legally called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, or to play a card subject to be called, and unnecessarily fails to comply, he shall be liable to the same penalty as if he had revoked.

56. Any one during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that each player draw his card.

57. If any one, prior to his partner playing, calls attention to the trick in any manner, as by saying that it is his or his adversary's, or by naming his own or his adversary's card, or by placing any of the cards played, without having been lawfully required so to do, his adversaries may require their opponent to play the highest or lowest of the suit then led, or if he have none, to trump or not to trump the trick.

58. In all cases where a penalty has been incurred, the offender shall await the decision of his adversaries.

59. When a trick has been turned and quitted, it cannot again be seen until after the hand has been played.

60. Should any player say, "I can win the rest," "The rest are all mine," "I have won the game," or use words or signs to that effect, his hand shall be laid upon the table and treated as exposed cards.

61. No conversation shall be indulged in during the play of the hand except such as is required or permitted by the foregoing rules.

APPENDIX III.

A GAME OF INTER-CLUB DUPLICATE WHIST IN DETAIL.

III.

A Game of Inter-Club Duplicate Whist in Detail.

IT is very easy to arrange a number of hands to show the beauty of regular play; it would be just as easy to arrange them so that irregular play would win. The following were not arranged for either purpose, but are hands which were actually dealt and played in a game in which the writer took part; and if A, B, G, and H win by conforming to "book" methods, the reader can rest assured that it was not because the cards were fixed up to suit that style of play.

The turned up trump is underscored, and the card that wins the trick has a cross placed over it. "L" shows the original lead. The next lead is the card under that which has taken the trick.

ORIGINAL.

1st Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	Kc	Qc	2c	4c
2 —	2d	3d	Kd	5d
3 —	8s	2s	As	6s
4 —	Ks	7s	5s	9s
5 —	4d	Qd	6d	5c
6 —	9d	Ad	Jd	6c
7 —	10d	7d	Kh	Qs
8 —	10h	Ah	Js	8h
9 —	7c	3c	9c	Ac
10 —	4h	2h	3s	Qh
11 —	Jh	6h	4s	3h
12 —	10c	7h	Jc	5h
13 —	8c	8d	10s	9h

Score. — A and B, 6.
C and D, 7.

DUPLICATE.

1st Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	2d	Ad	6d	5d
2 —	4d	7d	Kd	5h
3 —	7c	Qc	2c	4c
4 —	9d	Qd	Jd	5c
5 —	10d	3d	Kh	6c
6 —	8s	2s	As	6s
7 —	Ks	7s	5s	9s
8 —	8c	3c	Jc	Ac
9 —	4h	6h	3s	3h
10 —	Jh	Ah	4s	8h
11 —	10h	2h	9c	Qh
12 —	10c	7h	10s	9h
13 —	Kc	8d	Js	Qs

Score. — E and F, 3.
G and H, 10.

ORIGINAL.

1st Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
	L		
1 — 3s	8s	2s	+Ks
2 — 3h	2h	9h	+Ah
3 — 7h	Qh	+Kh	5h
4 — Qd	+Ad	3d	2d
5 — 10s	Qs	+As	7s
6 — 8h	9d	+Kd	4d
+2c			
7 — 2c	10d	6d	8d
+Kc			
8 — Kc	9c	5c	8c
+Ac			
9 — Ac	Jc	7c	4h
		+Qc	
10 — 3c	4s	Qc	5d
+4c			
11 — 4c	6s	7d	Jd
+10c			
12 — 10c	9s	5s	6h
+			
13 — 6c	Js	10h	Jh

Score. — E and F, 10.
G and H, 3.

DUPLICATE.

1st Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
	L		
1 — 10s	4s	2s	+Ks
		+As	
2 — 3s	8s		7s
		+Qc	
3 — 3c	9c		8c
+Kc			
4 — Kc	Jc	7c	2d
+Ad			
5 — Qd		3d	4d
+2c			
6 — 2c	Qs	5s	4h
			+Ah
7 — 8h	Qh	Kh	
			+Jh
8 — 3h	2h	9h	
		+10h	
9 — 7h	6s		6h
+4c			
10 — 4c	9d	Kd	5d
+Ac			
11 — Ac	9s	5c	5h
+10c			
12 — 10c	10d	6d	8d
+			
13 — 6c	Js	7d	Jd

Score. — A and B, 9.
C and D, 4.

A, B, G, and H . . . . 28.
C, D, E, and F . . . . 24.

ORIGINAL.

2d Deal.		*1st Table.*	
A	C	B	D
1	2	3	4
1 — Jc	9c	4c	5c
2 — Kc	3d	2c	Ac
3 — Qc	5s	3c	7c
4 — Jh	3h	4h	10h
5 — Kh	6h	8h	5h
6 — 2d	4d	Kd	5d
7 — Qd	6d	8d	7d
8 — Ad	10d	6c	Jd
9 — 9d	9h	8s	Js
10 — 3s	Qs	9s	2s
11 — As	4s	10s	Ks
12 — Ah	Qh	8c	7h
13 — 2h	7s	10c	6s

Score. — A and B, 8.
C and D, 5.

DUPLICATE.

2d Deal.		*1st Table.*	
E	G	F	H
5	6	7	8
1 — Jc	9c	2c	5c
2 — As	4s	8s	2s
3 — 3s	5s	9s	Js
4 — Jh	Qh	4h	10h
5 — 2h	3h	8h	5h
6 — 2d	7s	10s	Ks
7 — Kh	6h	3c	7h
8 — Kc	3d	4c	Ac
9 — 9d	10d	Kd	5d
10 — Qc	Qs	6c	7c
11 — Qd	4d	8d	Jd
12 — Ad	6d	8c	7d
13 — Ah	9h	10c	6s

Score. — E and F, 7.
G and H, 6.

ORIGINAL.

2d Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
		L +	
1 — 4s	7s	As	9s
+			
2 — Ks	2s	3s	2h
+			
3 — Ah	3h	Kh	5h
	+		
4 — 4h	3c	Jh	7h
+			
5 — Kc	Qc	5c	7c
	+		
6 — 6h	10c	Qh	10h
	+		
7 — 2c	Jc	5s	4c
	+		
8 — 6c	9c	6s	8c
	+		
9 — 10s	Qs	8s	2d
	+		
10 — 8h	Js	4d	3d
		+	
11 — 8d	Qd	Kd	Ad
		+	
12 — 9h	5d	7d	Ac
		+	
13 — 9d	10d	Jd	6d

Score. — E and F, 5.
G and H, 8.

DUPLICATE.

2d Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
		L +	
1 — 4s	2s	As	9s
+			
2 — Ks	7s	5s	2h
		+	
3 — 6h	3h	Jh	5h
	+		
4 — 10s	Qs	3s	7h
+			
5 — Kc	Qc	5c	4c
			+
6 — 9d	10d	Jd	Ad
	+		
7 — 2c	9c	6s	7c
			+
8 — 6c	10c	8s	Ac
		+	
9 — 8d	Qd	Kd	2d
	+		
10 — 4h	3c	Kh	10h
	+		
11 — 8h	Jc	Qh	8c
	+		
12 — 9h	Js	4d	3d
		+	
13 — Ah	5d	7d	6d

Score. — A and B, 6.
C and D, 7.

A, B, G, and H . . . . 28.
C, D, E, and F . . . . 24.

ORIGINAL.

3d Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	5c	3c	8c	Jc
2 —	7h	3h	10h	9h
3 —	Jh	Ah	4h	2d
4 —	Qh	6h	2h	3d
5 —	Kd	7d	4d	6d
6 —	Js	5s	4s	Qs
7 —	Qd	8h	5d	9d
8 —	6c	Ac	2c	4c
9 —	2s	6s	3s	Ks
10 —	10s	As	7s	8s
11 —	9c	Kc	5h	7c
12 —	10d	9s	Kh	8d
13 —	Ad	Qc	Jd	10c

Score. — A and B, 6.
C and D, 7.

DUPLICATE.

3d Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	Qd	7d	4d	3d
2 —	Qh	3h	2h	9h
3 —	Jh	Ah	5h	2d
4 —	7h	6h	10h	6d
5 —	5c	8h	Kh	8d
6 —	Ad	5s	Jd	9d
7 —	Kd	6s	5d	4c
8 —	10d	3c	2c	7c
9 —	Js	As	3s	8s
10 —	6c	Ac	8c	10c
11 —	9c	Kc	4h	Jc
12 —	2s	9s	4s	Qs
13 —	10s	Qc	7s	Ks

Score. — E and F, 8.
G and H, 5.

ORIGINAL.

3d Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
1 — 10d	6d	2d	4d
2 — 2h	Ah	5h	3h
3 — 4s	8s	Ks	As
4 — 5s	Js	3s	10s
5 — Jd	9d	8d	5d
6 — Ad	9c	10c	7d
7 — 6s	4h	Kh	9h
8 — 6c	7h	6h	10h
9 — Kd	4c	Jc	Qd
10 — 8c	8h	Jh	2s
11 — 3d	9s	Qc	Ac
12 — Kc	Qh	2c	5c
13 — 7s	Qs	3c	7c

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

3d Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
1 — Kd	6d	8d	4d
2 — 2h	Qh	Kh	3h
3 — 6c	4c	Qc	Ac
4 — Kc	4h	5h	10h
5 — 8c	9c	10c	5c
6 — 4s	9d	Jc	7c
7 — 10d	8s	2d	5d
8 — Ad	8h	3s	7d
9 — 3d	9s	2c	Qd
10 — 5s	Js	Ks	As
11 — 6s	Ah	6h	9h
12 — 7s	Qs	3c	2s
13 — Jd	7h	Jh	10s

Score. — A and B, 10.
C and D, 3.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

4th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	6d	2d	Jd	3d
2 —	5h	3h	Ah	2h
3 —	5d	Ad	Qd	9d
4 —	8d	4d	4h	2c
5 —	3s	10s	Qs	2s
6 —	7h	Qh	Kh	10h
7 —	As	5s	6s	7s
8 —	10d	7d	Qc	9s
9 —	7c	8s	4s	Ks
10 —	Kd	Js	Ac	4c
11 —	8h	3c	Jh	9c
12 —	Jc	5c	6h	6c
13 —	Kc	8c	9h	10c

Score. — A and B, 10.
C and D, 3.

DUPLICATE.

4th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	5d	2d	Jd	9d
2 —	5h	3h	Ah	10h
3 —	7h	Qh	Kh	2h
4 —	7c	3c	Ac	4c
5 —	Kc	5c	Qc	2c
6 —	Jc	8c	4h	6c
7 —	8d	4d	Qd	3d
8 —	As	5s	4s	2s
9 —	10d	Ad	6h	7s
10 —	3s	Js	6s	9s
11 —	8h	10s	Qs	Ks
12 —	6d	7d	9h	10c
13 —	Kd	8s	Jh	9c

Score. — E and F, 8.
G and H, 5.

ORIGINAL.

4th Deal. — *2d Table.*

E	G	F	H
5	6	7	8
1 — 3c	9c	Jc	Qc
2 — 6h	3d	3h	5h
3 — 6d	2d	5d	10d
4 — 8d	Kd	9d	Jd
5 — 8h	Ad	Qd	4d
6 — 3s	6s	5s	Js
7 — 4s	2s	7s	Qs
8 — 4c	7d	4h	2h
9 — 8s	As	7h	9h
10 — 10s	Ks	10h	Jh
11 — 5c	9s	7c	Qh
12 — 6c	Kc	Kh	Ac
13 — 8c	2c	Ah	10c

Score. — E and F, 0.
G and H, 13.

DUPLICATE.

4th Deal. — *2d Table.*

A	C	B	D
1	2	3	4
1 — 4c	2c	Jc	Qc
2 — 6h	2d	3h	2h
3 — 6d	Kd	5d	4d
4 — 8d	Ad	9d	10d
5 — 8h	3d	Qd	Jd
6 — 3c	7d	Ah	5h
7 — 3s	As	5s	Js
8 — 4s	Ks	7s	Qs
9 — 8s	2s	4h	9h
10 — 10s	6s	7c	Jh
11 — 5c	Kc	7h	10c
12 — 6c	9s	10h	Qh
13 — 8c	9c	Kh	Ac

Score. — A and B, 3.
C and D, 10.

A, B, G, and H . . . . 31.
C, D, E, and F . . . . 21.

ORIGINAL.

5th Deal.		*1st Table.*	
A	C	B	D
1	2	3	4
	L		+
1 — 2c	5c	7c	Ac
	+		
2 — 5s	Ks	4s	8s
			+
3 — 7s	2s	6s	Qs
			+
4 — Js	3s	4d	As
+			
5 — Kc	6c	3c	10c
		+	
6 — 10h	2h	Ah	3h
			+
7 — 3d	8c	Qc	9s
			+
8 — 7d	5d	8d	Kd
	+		
9 — 10d	Jd	9d	2d
	+		
10 — 5h	Ad	4c	6d
+			
11 — Kh	6h	8h	Qh
	+		
12 — Jh	10s	7h	4h
		+	
13 — 9h	9c	Jc	Qd

Score. — A and B, 4.
C and D, 9.

DUPLICATE.

5th Deal.		*1st Table.*	
E	G	F	H
5	6	7	8
	L		+
1 — 2c	5c	3c	Ac
	+		
2 — 5s	Ks	4s	8s
			+
3 — 7s	2s	6s	Qs
			+
4 — Js	3s	4c	As
	+		
5 — 3d	Ad	4d	Kd
	+		
6 — 7d	Jd	8d	2d
			+
7 — 10d	5d	9d	Qd
			+
8 — 5h	2h	7h	6d
	+		
9 — Kc	6c	7c	10c
		+	
10 — 9h	6h	Ah	3h
	+		
11 — Kh	10s	8h	4h
			+
12 — 10h	9c	Jc	9s
			+
13 — Jh	8c	Qc	Qh

Score. — E and F, 3.
G and H, 10.

ORIGINAL.

5th Deal. — *2d Table.*

	E	G	F	H
	5	6	7	8
1 — 4h		Ah	3h	6h
2 — 7h	5h	Jh	3s	
3 — 2c	Qc	Kc	3c	
4 — 5d	4d	Ad	2d	
5 — 4s	8d	3d	Kd	
6 — 6c	4c	7c	10c	
7 — 9c	Jd	8c	Ac	
8 — 9h	9s	7d	6d	
9 — 10h	2h	8s	Js	
10 — Kh	10s	10d	9d	
11 — Qs	Qh	6s	7s	
12 — As	Ks	2s	5s	
13 — Jc	8h	Qd	5c	

Score. — E and F, 6.
G and H, 7.

DUPLICATE.

5th Deal. — *2d Table.*

	A	C	B	D
	1	2	3	4
1 — 2c		Qc	7c	3c
2 — 6c	4c	8c	Ac	
3 — 4s	9s	2s	3s	
4 — 5d	4d	Qd	Kd	
5 — Qs	Ks	6s	5s	
6 — As	10s	8s	7s	
7 — 7h	2h	Jh	6h	
8 — 9c	5h	Kc	5c	
9 — Kh	Ah	3h	10c	
10 — 4h	Qh	3d	2d	
11 — 9h	8h	7d	6d	
12 — 10h	8d	10d	Js	
13 — Jc	Jd	Ad	9d	

Score. — A and B, 5.
C and D, 8.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

6th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	+Kh	2h	L 4h	3h
2 —	8s	4s	+Js	6s
3 —	3s	+As	Qs	7s
4 —	3d	3c	2c	+Kc
5 —	4d	+Qd	5d	2d
6 —	7d	10c	Jc	+Ac
7 —	10d	+Kd	6d	8d
8 —	5h	9c	+Qc	5c
9 —	6h	+8c	6c	7c
10 —	10h	+Ad	7h	9d
11 —	9s	9h	+Qh	8h
12 —	10s	+4c	Ah	Jh
13 —	+Ks	5s	2s	Jd

Score. — A and B, 5.
C and D, 8.

DUPLICATE.

6th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	3s	+As	L Qs	7s
2 —	3d	+Kd	5d	8d
3 —	4d	+Qd	6d	2d
4 —	7d	4c	Jc	+Kc
5 —	10d	Ad	+2c	9d
6 —	+Ks	5s	Js	6s
7 —	10s	4s	2s	+7c
8 —	5h	9h	+Qh	3h
9 —	6h	2h	+Ah	8h
10 —	Kh	+3c	4h	Jh
11 —	10h	+10c	6c	5c
12 —	8s	9c	Qc	+Ac
13 —	9s	+8c	7h	Jd

Score. — E and F, 4.
G and H, 9.

ORIGINAL.

6th Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
		L	+
1 — 2c	3c	Kc	Ac
	+		
2 — Kd	4h	3d	8d
+			
3 — Qs	Js	5s	4s
			+
4 — As	2s	6s	3h
	+		
5 — 2d	10h	5d	Qd
			+
6 — 7s	9s	5h	Qh
			+
7 — Kh	3s	2h	Ah
+			
8 — Qc	4c	7c	6c
		+	
9 — Ad	8c	6h	4d
		+	
10 — 5c	8s	7h	6d
		+	
11 — 9c	10s	8h	7d
		+	
12 — 10d	10c	9h	9d
		+	
13 — Ks	Jc	Jh	Jd

Score. — E and F, 7.
G and H, 6.

DUPLICATE.

6th Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
+		L	
1 — Kh	4h	Jh	Qh
+			
2 — Ks	2s	6s	4s
	+		
3 — Kd	10h	5d	4d
+			
4 — Qc	Jc	7c	6c
			+
5 — 2c	3c	Kc	Ac
			+
6 — 2d	3s	2h	Ah
+			
7 — Ad	8s	3d	Qd
			+
8 — As	Js	5s	3h
		+	
9 — 10d	4c	5h	Jd
		+	
10 — 7s	8c	9h	6d
		+	
11 — 5c	10c	8h	7d
		+	
12 — 9c	10s	7h	9d
		+	
13 — Qs	9s	6h	8d

Score. — A and B, 9.
C and D, 4.

A, B, G, and H . . . . 29.
C, D, E, and F . . . . 23.

ORIGINAL.

7th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	5h	Kh	6h	2h
2 —	Js	10s	4s	3s
3 —	7c	Jc	2c	5c
4 —	7s	2s	Qs	As
5 —	9s	2d	Ks	5s
6 —	3d	6d	Ad	5d
7 —	7d	9d	Kd	Jd
8 —	Qd	3c	4d	7h
9 —	Kc	Ac	8c	8h
10 —	4c	Ah	10h	9h
11 —	6c	3h	Jh	Qh
12 —	9c	4h	8d	8s
13 —	10c	Qc	10d	6s

Score. — A and B, 5.
C and D, 8.

DUPLICATE.

7th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	5h	Kh	6h	7h
2 —	7s	Ah	10h	2h
3 —	10c	Jc	2c	5c
4 —	9s	10s	4s	As
5 —	Js	2s	Qs	5s
6 —	3d	2d	Kd	5d
7 —	7d	6d	Ad	Jd
8 —	4c	3c	8c	3s
9 —	7c	3h	Jh	Qh
10 —	6c	4h	Ks	9h
11 —	Qd	9d	4d	6s
12 —	9c	Qc	8d	8h
13 —	Kc	Ac	10d	8s

Score. — E and F, 5.
G and H, 8.

ORIGINAL.

7th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 — 2c		Qc	9c	5c
2 — 3c		Kc	10c	4c
3 — 6c		Ac	2d	7c
4 — 6h		Ah	5h	9h
5 — 2s		4h	8h	Kh
6 — 3d		Qh	Jh	10h
7 — 7d		7h	3s	3h
8 — 5s		2h	7s	6d
9 — Ad		5d	10d	Kd
10 — 9d		4d	Jd	8c
11 — Js		4s	9s	6s
12 — As		8s	8d	Ks
13 — Qs		10s	Qd	Jc

Score. — E and F, 3.
G and H, 10.

DUPLICATE.

7th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 — 2c		Qc	9c	4c
2 — 3c		Kc	10c	5c
3 — 6c		Ac	2d	7c
4 — 6h		Ah	5h	3h
5 — 2s		2h	8h	Kh
6 — 3d		Qh	Jh	9h
7 — 7d		4h	3s	10h
8 — Js		4s	7s	6s
9 — As		8s	9s	Ks
10 — Qs		10s	8d	8c
11 — 9d		4d	10d	6d
12 — Ad		5d	Jd	Kd
13 — 5s		7h	Qd	Jc

Score. — A and B, 4.
C and D, 9.

A, B, G, and H . . . . 27.
C, D, E, and F . . . . 25.

ORIGINAL.

8th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	Ad	3d	9d	6d
2 —	7d	5d	Kd	6h
3 —	Ks	7s	3s	5s
4 —	7h	5h	3h	Jh
5 —	As	9h	2s	Qs
6 —	2d	Qd	10d	6c
7 —	Ac	3c	Jc	Kc
8 —	7c	Qc	2c	8c
9 —	4d	Ah	2h	Kh
10 —	4s	Qh	4h	6s
11 —	8d	10h	8h	8s
12 —	9c	4c	9s	10c
13 —	Jd	5c	10s	Js

Score. — A and B, 3.
C and D, 10.

DUPLICATE.

8th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	7h	9h	2h	6h
2 —	4s	7s	9s	6s
3 —	7c	5h	3h	Jh
4 —	2d	Ah	4h	Kh
5 —	4d	10h	8h	6d
6 —	Ac	3c	Jc	Kc
7 —	Ad	3d	9d	5s
8 —	7d	5d	10d	8s
9 —	8d	Qd	Kd	Js
10 —	Ks	Qh	2s	Qs
11 —	9c	Qc	2c	6c
12 —	Jd	5c	3s	8c
13 —	As	4c	10s	10c

Score. — E and F, 5.
G and H, 8.

ORIGINAL.

8th Deal. *2d Table.*

E	G	F	H
5	6	7	8
L			+
1 — 2c	4c	Qc	Kc
		+	
2 — 3h	6h	Ah	Qh
		+	
3 — 5c	8c	Ac	3c
		+	
4 — 6c	As	10c	7c
		+	
5 — 2d	10d	Kd	9d
		+	
6 — 6d	3s	Ad	Jd
+			
7 — Qd	8s	3d	2s
	+		
8 — 7s	Js	10s	4s
			+
9 — 5h	Jh	2h	Kh
			+
10 — 7h	8h	4d	10h
+			
11 — 9c	9s	5d	9h
+			
12 — Jc	Qs	7d	4h
	+		
13 — 5s	Ks	8d	6s

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

8th Deal. *2d Table.*

A	C	B	D
1	2	3	4
L			+
1 — 5c	4c	Qc	Kc
		+	
2 — 3h	6h	Ah	Kh
		+	
3 — 2c	8c	Ac	3c
		+	
4 — 6c	10d	10c	7c
		+	
5 — 2d	3s	Ad	9d
		+	
6 — Qd	8s	Kd	Jd
		+	
7 — 6d	9s	8d	2s
		+	
8 — 5s	Js	7d	4s
		+	
9 — 7s	Qs	5d	6s
		+	
10 — 5h	8h	4d	4h
		+	
11 — 7h	Jh	3d	9h
	+		
12 — 9c	Ks	10s	10h
+			
13 — Jc	As	2h	Qh

Score. — A and B, 11.
C and D, 2.

A, B, G, and H . . . . 27.
C, D, E, and F 25

ORIGINAL.

9th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	Js	8s	3s	2s
2 —	Qs	As	10s	9s
3 —	4s	7s	Jh	Qh
4 —	8c	5c	2c	Kc
5 —	4h	10c	4c	Qc
6 —	2d	3d	8d	Qd
7 —	7d	4d	5d	Ad
8 —	6h	10h	6c	3h
9 —	Kd	6d	9d	7h
10 —	9h	Kh	10d	8h
11 —	5s	Ah	7c	3c
12 —	6s	5h	Jc	9c
13 —	Ks	2h	Jd	Ac

Score. — A and B, 2.
C and D, 11.

DUPLICATE.

9th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	4h	5h	Jh	Qh
2 —	6h	10h	3s	3h
3 —	9h	Kh	10s	7h
4 —	8c	10c	2c	3c
5 —	4s	5c	4c	9c
6 —	5s	3d	6c	Ac
7 —	6s	4d	7c	Kc
8 —	2d	7s	Jc	Qc
9 —	Js	As	5d	9s
10 —	Kd	6d	8d	Qd
11 —	Ks	8s	9d	2s
12 —	Qs	2h	10d	Ad
13 —	7d	Ah	Jd	8h

Score. — E and F, 2.
G and H, 11.

ORIGINAL.

9th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 —	+Ac	L Kc	2c	10c
2 —	+As	2s	5s	6s
3 —	3s	2h	9s	+Qs
4 —	4s	4h	5c	+Ks
5 —	+Kh	5h	7h	3h
6 —	+10s	3d	7c	8s
7 —	9d	Jd	+Ad	2d
8 —	5d	7d	4d	+Kd
9 —	6h	8h	9h	+Ah
10 —	3c	+Qc	8c	6c
11 —	+7s	Qd	8d	6d
12 —	+Jc	4c	10d	10h
13 —	+Js	9c	Qh	Jh

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

9th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 —	+Jc	L 4c	2c	10c
2 —	4s	2s	9s	+Qs
3 —	+Ac	9c	5c	6c
4 —	+As	2h	5s	6s
5 —	10s	4h	7c	+Ks
6 —	6h	8h	+Qh	10h
7 —	9d	+Jd	4d	2d
8 —	3c	+Kc	8c	3h
9 —	5d	3d	+Ad	6d
10 —	Kh	5h	7h	+Ah
11 —	+3s	7d	8d	Kd
12 —	+Js	Qc	10d	8s
13 —	+7s	Qd	9h	Jh

Score. — A and B, 8.
C and D, 5.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

10th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	+Kh	4h	L 2h	6h
2 —	+Ah	8h	3h	7h
3 —	Qc	+Kc	2c	5c
4 —	2d	9d	4d	+Kd
5 —	10c	+Ac	4c	6c
6 —	5h	9h	Qh	+4s
7 —	+Jc	3c	9c	7c
8 —	6s	9s	Qs	+Ks
9 —	5s	2s	3s	+Js
10 —	8c	10s	8s	+As
11 —	+10d	3d	5d	6d
12 —	Jh	7d	10h	+7s
13 —	Jd	8d	Qd	+Ad

Score. — A and B, 4.
C and D, 9.

DUPLICATE.

10th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	+Jh	4h	L 2h	7h
2 —	Jd	3d	4d	+Kd
3 —	6s	2s	3s	+As
4 —	10c	+Kc	2c	7c
5 —	5s	+10s	8s	4s
6 —	2d	9s	Qs	+Ks
7 —	Jc	+Ac	4c	6c
8 —	+Qc	3c	9c	5c
9 —	8c	8h	3h	+7s
10 —	10d	7d	5d	+Ad
11 —	5h	8d	+Qd	6d
12 —	+Kh	9h	Qh	6h
13 —	Ah	9d	10h	+Js

Score. — E and F, 4.
G and H, 9.

ORIGINAL.

10th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 — 4h	3h		5h	Kh
2 — 2d	Jd		Kd	3d
3 — 7h	9h		Jh	Ah
4 — 6s		4c	6h	2h
5 — 7s		Ks	2s	5s
6 — 5d	4d		7d	Ad
7 — Js	4s		3s	As
8 — Ac	6d		8h	10h
9 — 10d	Qd		10c	8d
10 — 3c	8s		10s	9d
11 — 9c	6c		Kc	2c
12 — 7c	Qs		9s	Jc
13 — 8c		Qc	Qh	5c

Score. — E and F, 5.
G and H, 8.

DUPLICATE.

10th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 — 7h	3h		6h	10h
2 — 6s	4s		2s	As
3 — 7s		Ks	3s	5s
4 — 2d	Qd		Kd	Ad
5 — 5d		Jd	7d	3d
6 — Js		Qs	9s	2h
7 — 4h	9h		Jh	Kh
8 — 7c		Qc	5h	Ah
9 — 10d	4d		10c	8d
10 — 3c		4c	Kc	2c
11 — 8c	8s		10s	9d
12 — Ac	6c		8h	5c
13 — 9c	6d		Qh	Jc

Score. — A and B, 4.
C and D, 9.

A, B, G, and H . . . . 25.
C, D, E, and F . . . . 27.

ORIGINAL.

11th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	2d	10d	Kd	4d
2 —	8s	4s	7s	3s
3 —	Kh	Ah	5h	2h
4 —	Kc	Jc	2c	8c
5 —	Qh	3h	6h	4h
6 —	10h	3c	9h	7h
7 —	4c	10c	7c	Ac
8 —	3d	5d	Qc	Ad
9 —	10s	5s	2s	6s
10 —	As	5c	9s	Ks
11 —	6d	Qd	Js	8d
12 —	7d	9c	Jh	9d
13 —	Jd	6c	Qs	8h

Score. — A and B, 6.
C and D, 7.

DUPLICATE.

11th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	2d	Qd	Kd	4d
2 —	10s	5s	2s	3s
3 —	3d	10d	2c	8d
4 —	As	4s	7s	Ks
5 —	6d	5d	7c	9d
6 —	8s	6c	Qs	6s
7 —	4c	Jc	Qc	Ac
8 —	Kc	3c	9s	8c
9 —	Kh	Ah	5h	2h
10 —	7d	10c	6h	4h
11 —	Jd	9c	Js	7h
12 —	10h	5c	9h	8h
13 —	Qh	3h	Jh	Ad

Score. — E and F, 7.
G and H, 6.

ORIGINAL.

11th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 —	4h	Ah	7h	3h
2 —	10c	7c	4c	2c
3 —	2d	3d	Kd	4d
4 —	Ac	8h	Qc	8c
5 —	Jc	2s	3c	9c
6 —	Ad	5d	5s	7d
7 —	6d	Jd	5c	8d
8 —	Ks	3s	10s	Qs
9 —	9d	Qd	6c	10d
10 —	5h	9h	2h	Qh
11 —	6s	4s	Kc	As
12 —	7s	8s	Jh	Kh
13 —	Js	9s	10h	6h

Score. — E and F, 10.
G and H, 3.

DUPLICATE.

11th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 —	4h	8h	2h	Kh
2 —	5h	Ah	7h	3h
3 —	6s	3s	10s	As
4 —	Ks	2s	5s	Qs
5 —	2d	3d	Kd	4d
6 —	10c	9h	Jh	Qh
7 —	Ad	5d	10h	7d
8 —	6d	Jd	3c	8d
9 —	Jc	7c	4c	2c
10 —	Ac	4s	5c	8c
11 —	9d	Qd	Qc	10d
12 —	7s	8s	Kc	9c
13 —	Js	9s	6c	6h

Score. — A and B, 10.
C and D, 3.

A, B, G, and H . . . . 25.
C, D, E, and F . . . . 27.

ORIGINAL.

12th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	4h	9h	Ah	2h
2 —	Ks	2s	4s	3s
3 —	7h	Jh	6h	3h
4 —	9c	8c	2c	3c
5 —	5s	7s	As	6s
6 —	2d	Qs	10s	8s
7 —	10h	Kh	6d	8h
8 —	Qd	Kd	9s	Js
9 —	Qh	5h	Jd	5c
10 —	8d	3d	Ad	5d
11 —	Ac	10c	4c	6c
12 —	10d	4d	7d	9d
13 —	Qc	Kc	Jc	7c

Score. — A and B, 10.
C and D, 3.

DUPLICATE.

12th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	Ks	2s	4s	3s
2 —	5s	7s	9s	Js
3 —	9c	Kc	2c	3c
4 —	10h	5h	6h	8h
5 —	2d	3d	Jd	5d
6 —	Qc	8c	4c	5c
7 —	10d	4d	6d	9d
8 —	8d	Kd	Ad	2h
9 —	4h	Qs	As	6s
10 —	7h	10c	10s	8s
11 —	Qh	9h	Ah	3h
12 —	Ac	Jh	Jc	6c
13 —	Qd	Kh	7d	7c

Score. — E and F, 11.
G and H, 2.

ORIGINAL.

12th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 —	Js	3s	2s	Ks
2 —	6h	10h	Qh	4h
3 —	Qd	3d	7d	5d
4 —	8c	Jc	Ac	4c
5 —	2d	4d	10d	Ad
6 —	9h	8h	2h	3h
7 —	6d	8d	Jd	5h
8 —	Ah	6s	Kh	7h
9 —	9d	7s	Kd	Jh
10 —	4s	8s	9s	As
11 —	3c	Qc	9c	5c
12 —	5s	Kc	10c	6c
13 —	10s	2c	Qs	7c

Score. — E and F, 5.
G and H, 8.

DUPLICATE.

12th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 —	2d	3d	Kd	Ad
2 —	Qd	4d	7d	5d
3 —	4s	3s	Qs	Ks
4 —	3c	Jc	Ac	4c
5 —	5s	6s	9s	As
6 —	6h	10h	Qh	3h
7 —	6d	8d	Jd	4h
8 —	9h	8h	2h	5h
9 —	9d	7s	10d	7h
10 —	8c	Qc	9c	5c
11 —	Ah	Kc	10c	6c
12 —	Js	8s	2s	Jh
13 —	10s	2c	Kh	7c

Score. — A and B, 6.
C and D, 7.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

13th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	As	Js	2s	6s
2 —	Qc	2c	3c	Jc
3 —	5s	3s	Ks	7s
4 —	3h	5h	4s	10s
5 —	4c	9c	6c	4h
6 —	5c	4d	9s	Qs
7 —	2d	Ad	3d	5d
8 —	Ah	Kh	8h	9h
9 —	Kd	10d	8d	6d
10 —	Kc	6h	10c	7d
11 —	7c	Qh	10h	Jh
12 —	8c	7h	9d	8s
13 —	Ac	2h	Jd	Qd

Score. — A and B, 5.
C and D, 8.

DUPLICATE.

13th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	Ah	Qh	10h	4h
2 —	Kc	2c	3c	Jc
3 —	3h	Kh	8h	9h
4 —	4c	9c	10c	Jh
5 —	5s	Js	Ks	7s
6 —	7c	2h	6c	5d
7 —	As	3s	2s	10s
8 —	8c	5h	4s	6s
9 —	Kd	4d	8d	Qd
10 —	5c	6h	9s	6d
11 —	2d	7h	3d	7d
12 —	Ac	Ad	9d	8s
13 —	Qc	10d	Jd	Qs

Score. — E and F, 6.
G and H, 7.

ORIGINAL.

13th Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
	L		
1 — 2h	+ Ah	6h	8h
2 — 3h	7h	Kh	+ 5d
3 — Qc	10c	2c	+ Ac
4 — 10d	+ Ad	4c	3c
5 — 9h	5h	Qh	+ 6d
6 — + Kd	3s	8c	Kc
7 — + Ks	10s	6s	8s
8 — As	7d	+ 9d	9s
9 — 2s	3d	+ Qd	5c
10 — 4s	8d	+ Jd	6c
11 — 5s	4h	+ Jc	7c
12 — 7s	10h	+ 4d	9c
13 — Js	Jh	+ 2d	Qs

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

13th Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
	L		
1 — Qc	10c	4c	+ Kc
2 — 2h	+ Ah	6h	8h
3 — 3h	4h	Qh	+ 5d
4 — 9h	+ 3d	2c	3c
5 — + 10d	5h	Kh	6d
6 — Kd	+ Ad	4d	5c
7 — 2s	Jh	+ 2d	6c
8 — 4s	7d	+ Qd	7c
9 — 5s	8d	+ Jd	8s
10 — + Ks	3s	6s	9s
11 — + As	10s	8c	Qs
12 — Js	+ 7h	Jc	9c
13 — 7s	10h	+ 9d	Ac

Score. — A and B, 8.
C and D, 5.

A, B, G, and H . . . . 25.
C, D, E, and F . . . . 27.

ORIGINAL.

14th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	Ah	3h	2h	4h
2 —	Kh	7h	5h	9h
3 —	6h	4d	Qh	Jh
4 —	2c	Kc	Jc	4c
5 —	Ac	3c	10c	Qc
6 —	9c	6c	7c	5c
7 —	8d	9d	Kd	2d
8 —	Qd	3s	Jd	5d
9 —	Ad	8c	3d	6d
10 —	10s	6s	4s	Qs
11 —	2s	7s	5s	As
12 —	8s	9s	8h	10d
13 —	10h	Js	Ks	7d

Score. — A and B, 10.
C and D, 3.

DUPLICATE.

14th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	2c	Kc	Jc	4c
2 —	2s	6s	4s	Qs
3 —	8s	3s	5s	As
4 —	Qd	4d	3d	5d
5 —	10s	Js	Ks	4h
6 —	8d	9d	Jd	2d
7 —	9c	3c	10c	5c
8 —	Kh	3h	2h	9h
9 —	Ah	7h	5h	Jh
10 —	6h	7s	Qh	6d
11 —	Ad	9s	Kd	7d
12 —	10h	6c	8h	10d
13 —	Ac	8c	7c	Qc

Score. — E and F, 9.
G and H, 4.

ORIGINAL.

14th Deal. *2d Table.*

E	G	F	H
5	6	7	8
		L	
		+	
1 — 2s	4s	As	Ks
	+		
2 — Jd	Kd	3d	2d
	+		
3 — 7s	Qs	3s	7c
+			
4 — 2h	Js	5s	3c
	+		
5 — 4d	Ad	5d	9c
+			
6 — Ah	Kh	8h	5h
			+
7 — 2c	4c	Kc	Ac
	+		
8 — 4h	Qh	9h	3h
			+
9 — 6c	7h	6s	10h
			+
10 — 8c	5c	8s	Qc
			+
11 — 8d	10c	10s	Jc
			+
12 — 9d	9s	6d	Jh
			+
13 — Qd	7d	10d	6h

Score. — E and F, 3.
G and H, 10.

DUPLICATE.

14th Deal. *2d Table.*

A	C	B	D
1	2	3	4
		L	
		+	
1 — 2s	4s	As	Ks
	+		
2 — 7s	9s	6s	2d
+			
3 — Ah	Qh	8h	3h
	+		
4 — 8d	Kd	3d	3c
	+		
5 — 2h	Kh	9h	5h
			+
6 — 4h	7h	5d	10h
			+
7 — 2c	4c	Kc	Ac
			+
8 — 6c	5c	6d	Qc
			+
9 — 8c	10c	3s	Jc
			+
10 — 4d	7d	5s	9c
			+
11 — 9d	Js	10d	7c
			+
12 — Jd	Qs	8s	Jh
			+
13 — Qd	Ad	10s	6h

Score. — A and B, 2.
C and D, 11.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

15th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	8s	3s	9s	Ks
2 —	Kh	Ah	6h	5h
3 —	2h	3h	Qh	3d
4 —	2s	7s	Qs	As
5 —	10s	Js	7d	4s
6 —	5d	4d	Qd	Kd
7 —	2d	2c	4c	Ad
8 —	8d	5c	9h	6s
9 —	Jd	9c	10h	6d
10 —	10d	4h	7c	9d
11 —	Qc	7h	8c	Kc
12 —	3c	8h	10c	5s
13 —	6c	Jh	Jc	Ac

Score. — A and B, 4.
C and D, 9.

DUPLICATE.

15th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	2s	3s	9s	As
2 —	2d	4d	7d	6d
3 —	3c	2c	4c	Kc
4 —	5d	5c	Qd	Kd
5 —	Kh	Ah	6h	5h
6 —	8s	Js	Qs	Ks
7 —	10s	7s	7c	5s
8 —	Qc	9c	8c	Ac
9 —	8d	3h	9h	6s
10 —	6c	4h	10c	3d
11 —	10d	7h	10h	4s
12 —	2h	8h	Qh	9d
13 —	Jd	Jh	Jc	Ad

Score. — E and F, 4.
G and H, 9.

ORIGINAL.

15th Deal. *2d Table.*

	E	G	F	H
	5	6	7	8
1 — 2h		+Qh	4h	└9h
2 — +Kc	3c	2c	Jc	
3 — 8c	+9c	5c	7c	
4 — 3h	7h	8h	+Ah	
5 — +Kh	6h	6c	Jh	
6 — 5h	+Kd	2s	10h	
7 — +Ad	10d	2d	Jd	
8 — 4d	7d	+Qd	9d	
9 — 5s	+Ks	Js	3s	
10 — 10s	Ac	+3d	4c	
11 — +As	6s	7s	4s	
12 — 6d	10c	+8d	Qc	
13 — +5d	9s	8s	Qs	

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

15th Deal. *2d Table.*

	A	C	B	D
	1	2	3	4
1 — 2h	7h	4h	└+Ah	
2 — +Kh	6h	8h	Jh	
3 — 3h	Qh	+3d	9h	
4 — +As	6s	2s	3s	
5 — 5h	9s	+2d	10h	
6 — 10s	+Ks	7s	4s	
7 — +Kc	3c	2c	Jc	
8 — 8c	9c	5c	+Qc	
9 — 5s	10c	8s	+Qs	
10 — 4d	7d	+Qd	Jd	
11 — +6d	Ac	6c	4c	
12 — +Ad	10d	8d	9d	
13 — 5d	+Kd	Js	7c	

Score. — A and B, 8.
C and D, 5.

A, B, G, and H . . . . 26.
C, D, E, and F . . . . 26.

ORIGINAL.

16th Deal. *1st Table.*

	A	C	B	D
	1	2	3	4
1 —	10h	Ah	6h	2h
2 —	8d	Qd	Kd	3d
3 —	Jh	10c	8h	9h
4 —	2c	2d	5d	9d
5 —	6s	4s	As	2s
6 —	3s	Qc	Ac	4c
7 —	9s	7s	3c	9c
8 —	3h	4d	6c	Kc
9 —	4h	6d	8c	Jc
10 —	Js	Ks	8s	5s
11 —	5h	7d	Ad	5c
12 —	Qs	10d	7h	7c
13 —	Kh	Jd	10s	Qh

Score. — A and B, 5.
C and D, 8.

DUPLICATE.

16th Deal. *1st Table.*

	E	G	F	H
	5	6	7	8
1 —	8d	10d	Kd	9d
2 —	3s	4s	As	5s
3 —	Js	Ks	8s	2s
4 —	2c	Qc	3c	7c
5 —	3h	10c	Ac	4c
6 —	4h	2d	Ad	3d
7 —	6s	7s	10s	5c
8 —	5h	4d	6c	9c
9 —	9s	6d	8c	Jc
10 —	Kh	Ah	6h	Qh
11 —	10h	Qd	5d	2h
12 —	Jh	Jd	7h	9h
13 —	Qs	7d	8h	Kc

Score. — E and F, 4.
G and H, 9.

ORIGINAL.

16th Deal.		*2d Table.*	
E	G	F	H
5	6	7	8
1 — 5s	4s	Js	2s
2 — 9d	Jd	2d	4d
3 — Ac	3c	4c	Kc
4 — As	7s	6s	3s
5 — Ks	Qs	9s	10s
6 — 7d	Ad	5d	8d
7 — Qc	Jc	6c	7c
8 — 8s	6d	9c	10d
9 — 3d	4h	Kd	8c
10 — 3h	9h	Ah	2h
11 — Qh	5c	Qd	8h
12 — 2c	10c	5h	10h
13 — Kh	7h	6h	Jh

Score. — E and F, 8.
G and H, 5.

DUPLICATE.

16th Deal.		*2d Table.*	
A	C	B	D
1	2	3	4
1 — Ks	4s	6s	2s
2 — As	7s	9s	3s
3 — 5s	Qs	Js	10s
4 — Qh	9h	5h	2h
5 — 9d	6d	Qd	4d
6 — Qc	3c	9c	7c
7 — Ac	5c	4c	8c
8 — 2c	10c	6c	Kc
9 — 3h	4h	Ah	8h
10 — Kh	7h	6h	10h
11 — 8s	Jc	2d	Jh
12 — 3d	Ad	5d	8d
13 — 7d	Jd	Kd	10d

Score. — A and B, 9.
C and D, 4.

A, B, G, and H . . . . 28.
C, D, E, and F . . . . 24.

SUMMARY OF SCORE.

	A, B, G, and H.		C, D, E, and F.	
	O. and D.	GAIN.	O. and D.	GAIN.
1	28	2	24	
2	28	2	24	
3	26		26	
4	31	5	21	
5	26		26	
6	29	3	23	
7	27	1	25	
8	27	1	25	
9	26		26	
10	25		27	1
11	25		27	1
12	26		26	
13	25		27	1
14	26		26	
15	26		26	
16	28	2	24	
Total	429	16	403	3
16 × 26	416		416	
	13	GAINED.	13	LOST.